



123 Flash Chat

Server Software

User Manual

Version 4.5

<http://www.123flashchat.com>
powered by [TOPCMM](http://www.123flashchat.com)

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1 . Introduction

123 Flash Chat Server Software is a real-time, powerful, high performance chat server produced by TopCMM Computing Inc. (<http://www.topcmm.com/>) . Here are features and instructions on how to **install**, **use**, and **administrate** it for your own use.

The demo version of 123 Flash Chat Server Software has every feature of the full version except one limit, it will cut user's connection every 10 minute!

For the latest information about 123 Flash Chat Server Software, please check out <http://www.123flashchat.com>, if you are interested in full version, please purchase online, <http://www.123flashchat.com/buy.html> , thank you!

2 . Requirements

2.1 Server Requirements

2.1.1 Supported Platforms

- Windows 95/98/NT/ME/2000/XP
- Solaris/Sparc 2.6, 7,8,9

- Solaris/Intel 2.6,7,8,9
- Compaq Tru64
- IRIX
- HP-UX 10.20, 11
- AIX 4.3.x
- Linux Redhat 6.2, 7.1, 7.2, 7.3, 9
- Linux Caldera
- TurboLinux
- Mac OS Classic 8.1 - 9.X
- Mac OS X 10.0 - 10.1
- Mac OS X Server

2.1.2 Hardware requirements

Most server hardware is adequate to install 123 flash chat server.
The minimum hardware requirements:

- 586/200 MHz or faster processor
- 64 MB of RAM or more
- 100 MB free hard disk space or more

Dedicated PII/400 MHz with 256 MB RAM is eligible to handle 500 or more concurrent users.

Adding extra RAM and processors will improve the performance.

2.1.3 Java Virtual Machine(JVM)

Requirements

A Java Virtual Machine (JVM), or a Java Developer Kit (JDK), fully compliant with the Sun J2SDK 1.4.x is required to run the chat server. We recommend J2SDK 1.4.2 or above.

For the current version of JDK, visit <http://java.sun.com/>.

Note: The Windows and Linux versions of 123 Flash Chat Server Software are **already** bound with a Sun J2SDK 1.4.2, you don't have to install jdk anymore.

2.1.4 Port requirements

The software needs at lease one free port.

Default port is: 51127

Since version 3.0, 123 flash chat server can listen two port simultaneously, a low one (<1024) and a high one(1024~65535).

You can set one low port, like 80 or 443, which is allowed by most of the users' firewall. In this way, your users don't have to configure firewall to access chat.

But only with flash player 7 (or above) installed in users' browser, it can access port below 1024. That's why you may set a high port (1024~65535) to serve lower version flash player.

Detailed instructions, please refer to: [Server Configuration Section](#)

From 4.0, a web server is built into 123 flash chat server just for test, the default port value for this built-in web server is 35555.

2.2 Client Requirements

2.2.1 Hardware Requirements

- 586/166 MHz or faster processor
- 64 MB of RAM or more.

2.2.2 Flash Player Requirements

Client needs Macromedia Flash Player 6 or above.

When users don't have flash player 6 or above installed, they will be notified of the requirement and be automatically directed to [Macromedia Download Center](#) to download Macromedia Flash Player for free.

3 . Installation

The two versions of 123 Flash Chat Server Software which are for Windows and for Linux are both bound with J2SDK1.4.2, whereas the version for other OS is not. In latter case, please visit <http://java.sun.com> to download and install a J2SDK1.4.x or above of your OS before installing 123 Flash Chat Server.

The installation includes two parts: install chat server, install chat client.

3.1 Overview of files

It contains the following folders:

- /client
 - help
 - skin
 - lang
- /doc
- /server
 - data
 - default
 - ◆ logs
 - ◆ members
 - ◆ message
 - ◆ rooms
 - etc
 - groups
 - database
 - lib
- /readme.txt

3.2 Installing the Chat Server

3.2.1 Windows NT/2k/XP/2003

1. Download the latest Windows version of 123 Flash Chat Server Software at:
<http://www.123flashchat.com/download.html>, get the file :

123flashchatserver.exe

2. Double click "123flashchatserver.exe", install it in a few minutes following the simple instructions of it.



3. After installation, wait a few seconds so that 123 Flash Chat Server as a Windows NT service will be automatically started, you don't have to start it manually. And it will also be automatically loaded and started each time you reboot chat server.

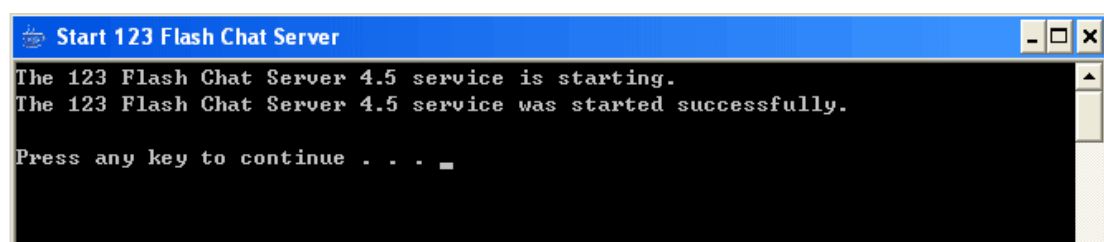


4. Start chat server

You may start the chat server in following steps if you have stopped it before:

a) Start in service mode:

In the Windows system, start->program->123 flash chat server 4.5 -> Server->start 123 flash chat server.

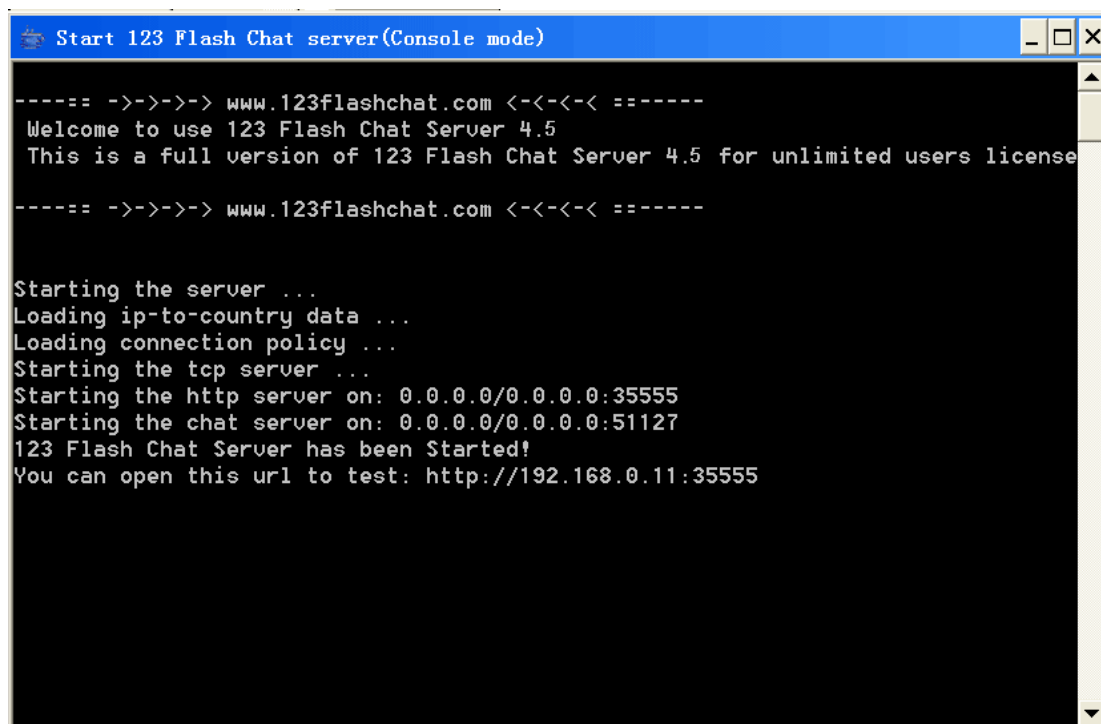


If error occurs, you probably already have started the chat server before or there is something wrong in the server configuration. Please start in console mode to check error.

b) Start in console mode:

In the Windows system,
start->program->123 flash chat server 4.5->control->start 123 flash chat server (console mode).

Normally you will read some information similar like this:



```
----- ->->->-> www.123flashchat.com <-<-<-< -----  
Welcome to use 123 Flash Chat Server 4.5  
This is a full version of 123 Flash Chat Server 4.5 for unlimited users license  
----- ->->->-> www.123flashchat.com <-<-<-< -----  
  
Starting the server ...  
Loading ip-to-country data ...  
Loading connection policy ...  
Starting the tcp server ...  
Starting the http server on: 0.0.0.0/0.0.0.0:35555  
Starting the chat server on: 0.0.0.0/0.0.0.0:51127  
123 Flash Chat Server has been Started!  
You can open this url to test: http://192.168.0.11:35555
```

Usually console mode is unnecessary until there's problem in the process of starting the chat server, console mode may be helpful to find more details of error.

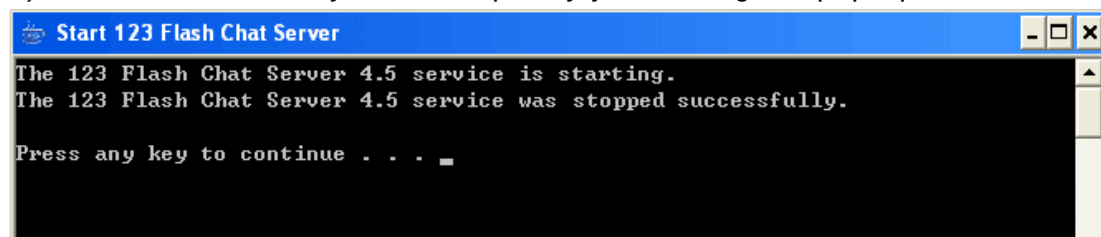
After problems fixed, it is recommended to stop chat server and start in service mode all over again.

5. To stop chat server:

a) If started in service mode, please stop it like this:

start->program->123flash chat server 4.5->server->stop 123 flash chat server.

b) If in console mode, you can stop it by just closing the pop-up DOS window.



```
Start 123 Flash Chat Server  
The 123 Flash Chat Server 4.5 service is starting.  
The 123 Flash Chat Server 4.5 service was stopped successfully.  
Press any key to continue . . .
```

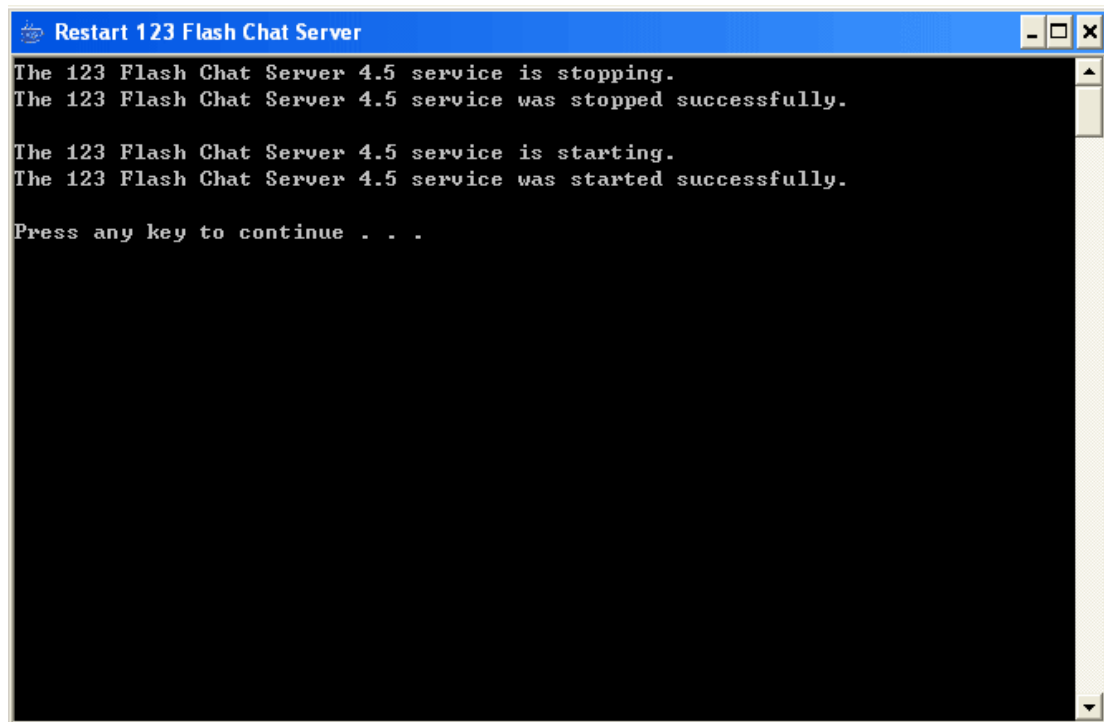
6. To restart chat server:

a) If it's in service mode, you can restart it like this:

Start->program->123 flash chat server 4.5->server->restart 123 flash chat server.

b) If in console mode, please close the DOS window at first, then:

start->program->123 flash chat server 4.5->server-> start 123 flash chat server (console mode)
to restart it in console mode again.



Note: After configuring the server parameter manually, you have to restart chat server to make the changes effective.

Note: Windows 98 and Windows ME don't support NT service, if you have to run the chat server on a Windows 98 or Windows ME server, here's the:
Open Notepad to create a file with following code (in one single line):

```
jre\bin\java -classpath  
"jre\lib\sunrsasign.jar;jre\lib\rt.jar;jre\lib\plugin.jar;jre\lib\jsse.jar;jre\lib\jce.  
jar;jre\lib\charsets.jar;lib\fcserver.jar;lib\moderator.jar;lib\log4j.jar;lib\xerces  
.jar;lib\jdom.jar;lib\mysql.jar" com.topcmm.jchat.FCServer
```

Save it as a *.bat file to 123flashchat installed directory, For example,
start98.bat, then open DOS window:

```
cd <123flashchat_installed_directory>\server  
start98.bat
```

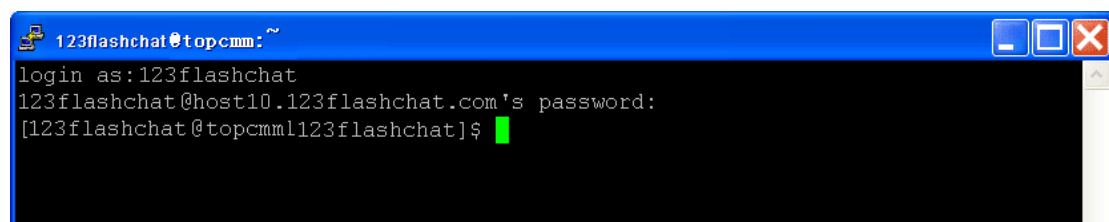
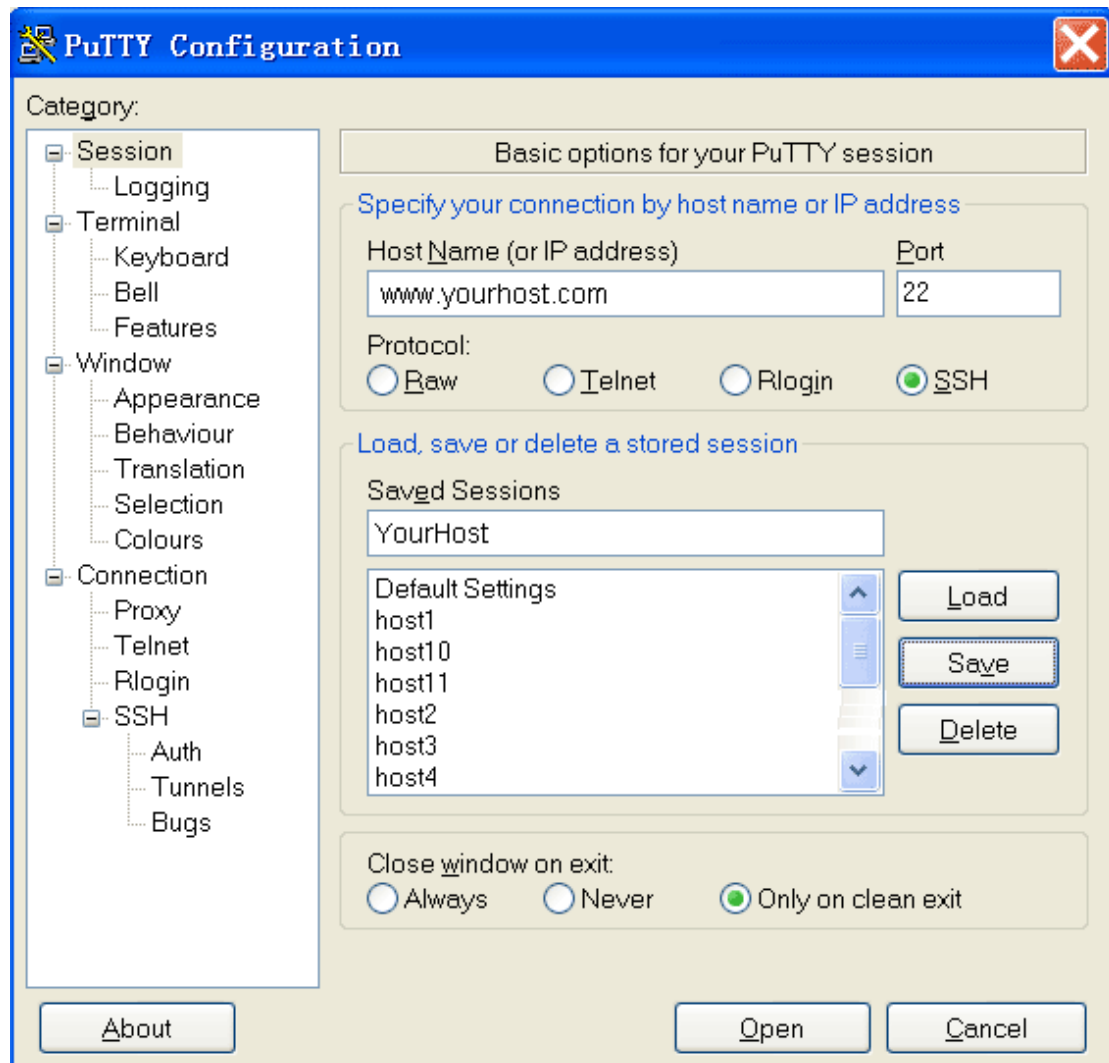
3.2.2 Linux

1. If in a local Linux console window, please skip this step.
If you need to remote control Linux server, please telnet or ssh to your Linux first with ssh/telnet client software like putty, which can be downloaded

freely from:

<http://www.chiark.greenend.org.uk/~sgtatham/putty/download.html>

Then login your server like this:



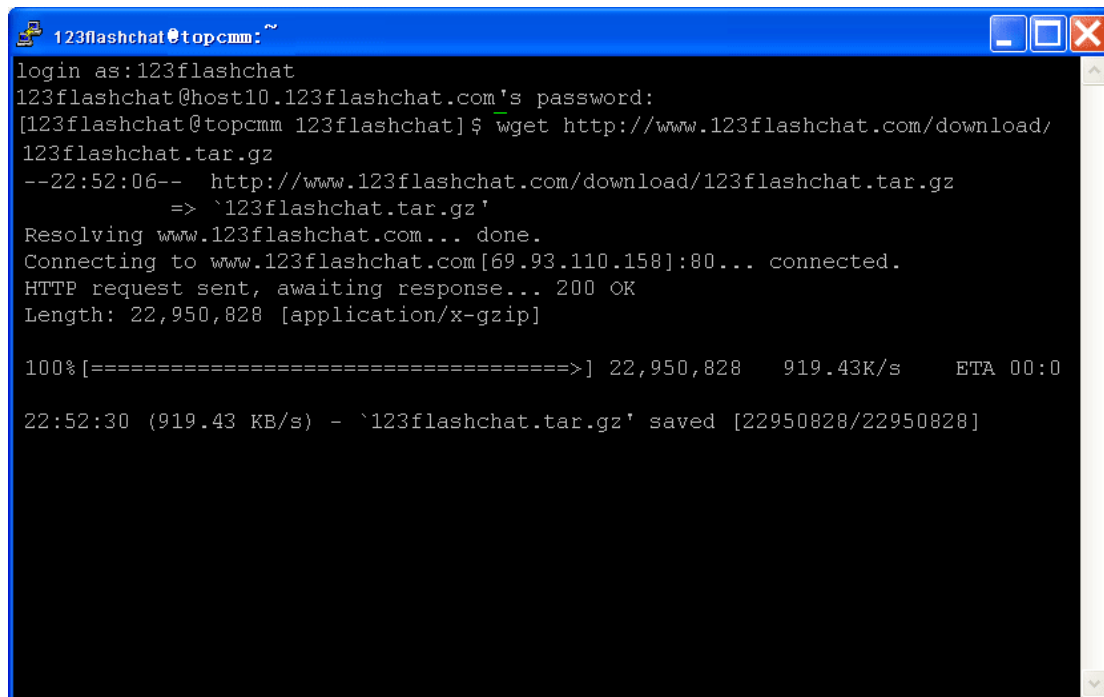
2. Download the latest Linux version of 123 Flash Chat Server software at:

<http://www.123flashchat.com/download.html>,

get the file: **123flashchatserver.tar.gz**

You may download with this command:

```
$ wget http://www.123flashchat.com/download/123flashchat.tar.gz
```



```

123flashchat@topcmm:~
login as:123flashchat
123flashchat@host10.123flashchat.com's password:
[123flashchat@topcmm 123flashchat]$ wget http://www.123flashchat.com/download/
123flashchat.tar.gz
--22:52:06--  http://www.123flashchat.com/download/123flashchat.tar.gz
=> `123flashchat.tar.gz'
Resolving www.123flashchat.com... done.
Connecting to www.123flashchat.com[69.93.110.158]:80... connected.
HTTP request sent, awaiting response... 200 OK
Length: 22,950,828 [application/x-gzip]

100%[=====] 22,950,828  919.43K/s  ETA 00:0
22:52:30 (919.43 KB/s) - `123flashchat.tar.gz' saved [22950828/22950828]

```

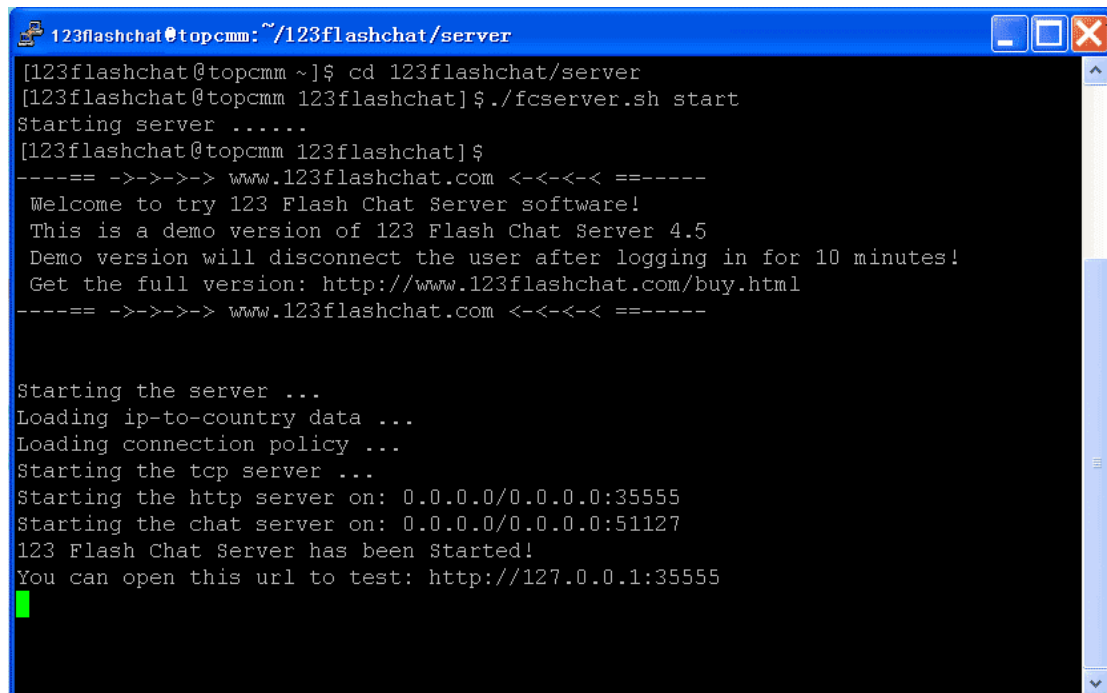
3. Uncompress the 123flashchatserver.tar.gz

```
$ tar zxf 123flashchatserver.tar.gz
```

4. Start the server manually:

```
$ cd 123flashchatserver/server
```

```
$ ./fcserver.sh start
```



```

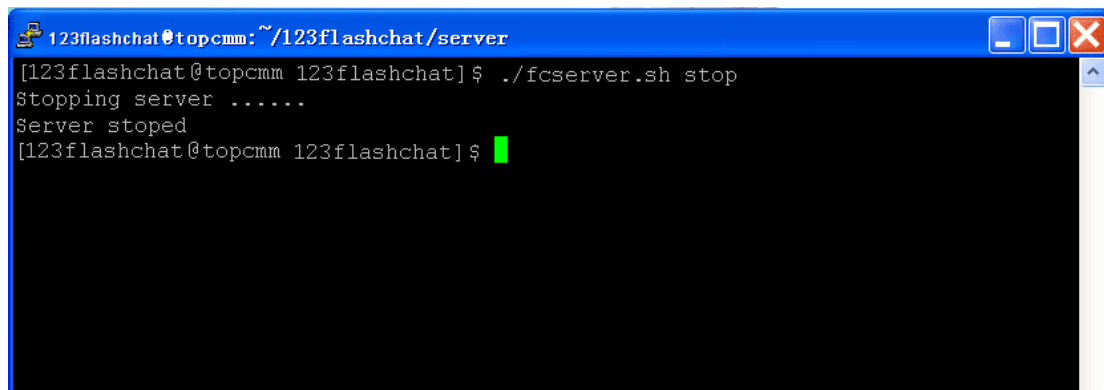
123flashchat@topcmm:~/123flashchat/server
[123flashchat@topcmm ~]$ cd 123flashchat/server
[123flashchat@topcmm 123flashchat]$ ./fcserver.sh start
Starting server .....
[123flashchat@topcmm 123flashchat]$
===== ->->->-> www.123flashchat.com <-<-<-< =====
Welcome to try 123 Flash Chat Server software!
This is a demo version of 123 Flash Chat Server 4.5
Demo version will disconnect the user after logging in for 10 minutes!
Get the full version: http://www.123flashchat.com/buy.html
===== ->->->-> www.123flashchat.com <-<-<-< =====

Starting the server ...
Loading ip-to-country data ...
Loading connection policy ...
Starting the tcp server ...
Starting the http server on: 0.0.0.0/0.0.0.0:35555
Starting the chat server on: 0.0.0.0/0.0.0.0:51127
123 Flash Chat Server has been Started!
You can open this url to test: http://127.0.0.1:35555

```

5. Stop the server manually:

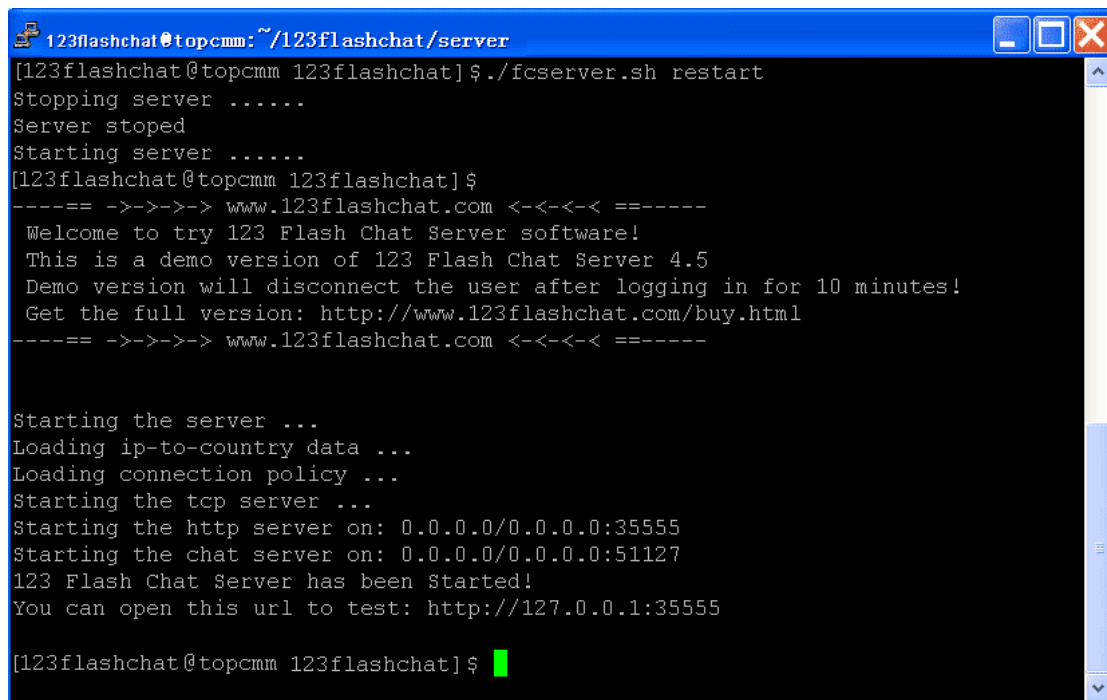
```
$ ./fcserver.sh stop
```



```
123flashchat@topcmm: ~/123flashchat/server
[123flashchat@topcmm 123flashchat]$ ./fcserver.sh stop
Stopping server .....
Server stoped
[123flashchat@topcmm 123flashchat]$
```

6. Restart the server manually:

`$. /fcserver.sh restart`



```
123flashchat@topcmm: ~/123flashchat/server
[123flashchat@topcmm 123flashchat]$ ./fcserver.sh restart
Stopping server .....
Server stoped
Starting server .....
[123flashchat@topcmm 123flashchat]$
----- ->->->-> www.123flashchat.com <-<-<-< -----
Welcome to try 123 Flash Chat Server software!
This is a demo version of 123 Flash Chat Server 4.5
Demo version will disconnect the user after logging in for 10 minutes!
Get the full version: http://www.123flashchat.com/buy.html
----- ->->->-> www.123flashchat.com <-<-<-< -----

Starting the server ...
Loading ip-to-country data ...
Loading connection policy ...
Starting the tcp server ...
Starting the http server on: 0.0.0.0/0.0.0.0:35555
Starting the chat server on: 0.0.0.0/0.0.0.0:51127
123 Flash Chat Server has been Started!
You can open this url to test: http://127.0.0.1:35555

[123flashchat@topcmm 123flashchat]$
```

7. How to auto start chat server after rebooting your server?

Step 1:

Modify “fcserver.sh”, find the **FCSERVER_HOME** section, and configure the directory of “fcserver.sh”. For example, if you uncompressed the 123flashchatserver.tar.gz into /usr/local/123flashchat, make sure “fcserver.sh” is in the directory of /usr/local/123flashchat, then remove the “#” before the two rows below in “fserver.sh”:

```
FCSERVER_HOME= /usr/local/123flashchat/server
export FCSERVER_HOME
```

Step 2:

Modify /etc/rc.local file, add one row:

```
/usr/local/123flashchat/server/fserver.sh
```

just replace “/usr/local/123flashchat/ ” with your FCSERVER_HOME value.

3.2.3 Other Unix Operating System

1. Download the latest version of 123 Flash Chat Server software(without jvm) from: <http://www.123flashchat.com/download.html>, get the file: **123flashchatserver_s.tar.gz**
2. Uncompress the 123flashchatserver_s.tar.gz
\$ gzip -d 123flashchatserver_s.tar.gz
\$ tar xf 123flashchatserver_s.tar
3. Make sure Sun j2sdk 1.4.x or above version is already installed in your system, if not, it can be downloaded from: <http://java.sun.com/>
4. Set the Java variable, edit the system PATH variable in /etc/profile:

```
JAVA_HOME=/usr/local/j2sdk1.4.x;export JAVA_HOME  
CLASSPATH=$JAVA_HOME/lib/dt.jar:$JAVA_HOME/lib/tools.jar  
PATH=$PATH:/usr/java/j2sdk1.4.x/bin;export PATH
```

5. Start 123 Flash Chat Server(remember to place all code below into one single line.)

```
$ java -classpath
```

```
CLASSPATH:lib/fcserver.jar:lib/moderator.jar:lib/changenick.jar:lib/invisibleadmin.jar:lib/serverapi.jar:lib/robotmessage.jar:lib/fclib.jar:lib/log4j.jar:lib/jdom.jar:lib/xerces.jar com.topcmm.jchat.FCServer &
```

Note: For "Sun solaris", we strongly recommend the patch for J2SDK to be installed before 123 flash chat server software, it's important for the stability of multi-thread java application.

Get the patch from:

<http://sunsolve.sun.com/pub-cgi/show.pl?target=patches/J2SE>

Tip: If you still have any problem, please contact your system administrator on how to run a java software, or contact us: support@123flashchat.com , don't forget to tell us the details of your operating system environment.

If you have purchased 123 Flash Chat Server Software, please append your name, purchase email and user license, we'll provide a preferential support to buyer. Those who purchased the unlimited user license version will get priority and a lifelong upgrade and tech support for free.

3.3 Web server

From version 4.0, a web server is built into 123 flash chat server just for test, but when you launch the chat officially, we recommend a professional web server like Apache, IIS, etc.

To integrate the chat client to a web server other than the built-in web server, please follow the steps below:

a) copy "client" folder

copy the "client" folder to the web directory of your web server, but keep in mind: **DONNOT copy the "server" folder to protect them from being downloaded by chatters, which is very insecure.** "server" folder should be already securely installed on the web server so far.

b) edit client.xml

Please leave the host value to "*" if the chat server and the web server (which hosts 123flashchat.swf file) are located on the same server, but if the swf file is on another web server, then you should set the host value according to the chat server domain name or ip address.

The port value in client.xml should be identical with the one in fcserver.xml.

For advanced connection configuration, please refer to:

http://www.123flashchat.com/howto_configure_connection.html

3.4 Insert code

You can insert 123flashchat.swf (in web directory) into webpage (static or dynamic) with following flash object tag code:

```
<OBJECT classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/
swflash.cab#version=6,0,19,0" WIDTH="634" HEIGHT="476">
  <PARAM NAME=movie VALUE="123flashchat.swf">
  <PARAM NAME=quality VALUE="high">
  <PARAM NAME="menu" value="false">
  <EMBED src="123flashchat.swf" quality=high menu=false WIDTH="634"
HEIGHT="476" TYPE="application/x-shockwave-flash"
PLUGINSPAGE="http://www.macromedia.com/go/getflashplayer"></EMBED>
</OBJECT>
```

In the code, if:

```
<PARAM NAME=movie VALUE="123flashchat.swf">
```

Then the webpage and 123flashchat.swf must be in the same folder.

If:

```
<PARAM NAME=movie VALUE="/another_directory/123flashchat.swf">
```

Then you have to add a parameter "init_root" after 123flashchat.swf to ensure 123flashchat.swf can find the relative files to load.

The syntax is:

```
<PARAM NAME=movie VALUE="/another_directory  
/123flashchat.swf?init_root=/another_directory/">
```

If the 123flashchat.swf is on another domain, like:

```
<PARAM NAME=movie  
VALUE="http://www.another_domain.com/chat/123flashchat.swf">
```

The parameter "init_root" is also indispensable:

```
<PARAM NAME=movie  
VALUE="http://www.another_domain.com/chat/123flashchat.swf?init_root=  
http://www.another_domain.com/chat/">
```

123 Flash Chat flash client is resizable since 4.5!

Find: WIDTH="634" HEIGHT="476", replace the values with the expected width and height.

Technically the smallest size is 550*250, and for the width, we recommend it's not less than 400 pixel, unless you prefer to remove logo and buttons, and other decorations to make it even smaller.

For Client Configuration details, please refer to :

[4.2 Client Configuration](#)

Note: in the code, another two parameters can be appended to 123flashchat.swf.

1. init_lang

The initial language setting.

This parameter in html code has higher priority over language setting in client.xml.

If there's init_lang="*" in code, the language setting in client.xml become invalid.

While without init_lang="*" in code, then the language setting in client.xml is valid.

2. init_skin

The initial skin setting. If you choose a skin here, then the skin setting in client.xml is invalid.

If you don't, the skin setting in client.xml is valid.

eg: **123flashchat.swf?init_lang=en&init_skin=standard**

A full sample:

```
<OBJECT classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swfl
ash.cab#version=6,0,19,0" WIDTH="634" HEIGHT="476">
  <PARAM NAME=movie
VALUE="123flashchat.swf?init_lang=en&init_skin=standard">
  <PARAM NAME=quality VALUE="high">
  <PARAM NAME="menu" value="false">
  <EMBED src="123flashchat.swf?init_lang=en&init_skin=standard"
quality=high menu=false WIDTH="634" HEIGHT="476"
TYPE="application/x-shockwave-flash"
PLUGINSPAGE="http://www.macromedia.com/go/getflashplayer"></EMBED>
</OBJECT>
```

4 . Configuration

4.1 Server Configuration

By default, all configuration of the chat server are controlled by two files: `fcserver.xml` and `default.xml`. They are located at:

`<123flashchat installed directory>/server/etc/fcserver.xml`

`<123flashchat installed directory>/server/etc/group/default.xml`

4.1.1 fcserver.xml

4.1.1.1 Connection Configuration

Open the configuration file `fcserver.xml`

In the Connection Section, you can set two servers and listen to two ports.

[primary-server](#)

[secondary-server](#)

Why there's a second server port option? The reasons are:

- 1) flash player earlier than 7 only allow access on high port (1024-65535) out of security reason, while low port is forbidden. If you are okay with high port, you don't have to set secondary-server. Only when you want to set port lower than 1024, you need a

secondary-server.

- 2) If the port of primary-server is lower than 1024, like 80, then only users with flash player 7 can access chat while users with flash player 6 can't.
In this case secondary-server is necessary. Its port should be greater than 1024, which allow users with earlier flash player to chat.
- 3) If setting high port for primary-server, then usually you don't need secondary-server, you can leave it as default: enable="off" .
- 4) It is just temporary solution to set two servers with two ports because some of users are still using flash player earlier than 7.
When flash player 7 becomes overwhelmingly popular, we'll take off the secondary-server in future version.

Modify the Parameters refer to the table below:

Parameter	Type	Default Value	Description
port	Number	51127	Server port, it has to be identical with the port value in client.xml.
ip	String	*	Set the Server address. A default "*" means the chat server will bind to all IP of your server. Then the host value in client.xml can be random IP of yours, or any domain name which points to this IP address. Client can connect to server in either way. Or, if you set server IP to any specific IP of your server, then chat server will only bind to this IP. Well then in client.xml, you can only use this specific IP or the domain name points to this IP to connect chat server.

cross-domain-policy

From 3.0, 123 flash chat server start using cross-domain-policy to ensure security.

```
<cross-domain-policy>
  <allow-access-from domain="*" />
</cross-domain-policy>
```

By default it permits access to connection originating from any domain.

To limit access only from one domain name, you can configure like this:

```
<cross-domain-policy>
  <allow-access-from domain="www.mydomain.com" />
</cross-domain-policy>
```

Or you can allow all URL on mydomain.com to access:

```
<cross-domain-policy>
  <allow-access-from domain="*.mydomain.com" />
</cross-domain-policy>
```

To allow multiple domain name to access:

```
<cross-domain-policy>
  <allow-access-from domain="www.myfriendsdomain.com" />
  <allow-access-from domain="*.mydomain.com" />
  <allow-access-from domain="11.22.33.44" />
</cross-domain-policy>
```

4.1.1.2 Global Configuration

Open the configuration file *fcserver.xml*

In the Global Section:

Modify the Parameters refer to the table below:

Parameter	Type	Default Value	Description
message-handle-workers	Number	20	It deals with messages. To handle high frequency messages with over 1000 chat users in one room, please set it to a higher value. Normally you don't have to change it.
listen-workers	Number	20	If user maximum is over 1000, please configure it larger. Normally don't change it.
max-connection	Number	10000	User maximum in all rooms, which is limited by your license.
user-timeout	numbers	300	If a still logged-in user sends no request to server for a predefined long time, chat server decide it is timeout and cut the connection. If a user clicks another URL in current browser instead of

			quitting flash chat first, his connection will be cut by this setting. But if the flash client stays in current browser and user just keeps quiet, it's still connected since flash client will send request the chat server at intervals to keep the connection alive.
user-idle-timeout	numbers	300	Identify a user is in "idle" status when no message from him or her after a certain period of time. Units of measure, Second.
user-connection-timeout	numbers	22	Specifies duration of time to decide a user fail to log in.
data-path	String	data	Set the folder name, in which following data files are stored: member folder, ban-ip list, ban-user list, etc.
admin-logs-path	string	data	Name of the folder of admin log data files.

4.1.2 Default.xml

4.1.2.1 General Configuration

Parameter	Type	Default Value	Description
enable-guest-login	On/Off	On	Allow unregistered guest to log in or not.
enable-user-register	On/Off	On	Allow new user to register
save-message-history	On/Off	On	Save history of conversation on chat server
max-connection	Numbers	10000	User Maximum in all rooms of current group simultaneously.

enable-change-nickname	On/Off	On	Allow logon user to change nickname
max-userid-length	Number	32	Maximum length of user id when register
max-passwd-length	Number	32	Maximum length of password when register
max-email-length	Number	128	Maximum length of email address when register
max-message-length	Number	512	Maximum length of each message.
max-cached-message-entry	Number	5	show last conversation in newly opened room, define how many latest messages will display.
integrated-other-database string	String	None	123flashchat can integrate your existing user database, like that of your forum, or portal system. 123flashchat integrates phpBB, PHPNuke , PostNuke , AspNuke ,etc. A forum which doesn't have database can't be integrated, however. The modes of IntegratedOtherDatabase are : None - not using any integrated database to authorize a user Mysql - using mysql database Oracle - using oracle database ODBC - using ODBC DSN to connect database Common - using all kinds of database, advanced setting URL - using web URL authorize user's login information. eg: <pre><IntegratedOtherDatabase mode="Mysql"></pre> If it is set to "None", when a new user click "register", he or she will register in your chat room original register window If set to "Mysql", "Oracle" or "common", then when user click "register", a new window will pop up and he or she will be directed to another URL which is pre-set in client.xml.

Auth-url	string	/	You can just leave it blank or even delete this line. It is only necessary when "integrated-other-database" is set to URL. It means the URL you use to authorize users must have 2 arguments. One is the %username%, the other is %password%. eg: <pre><auth-url>http://www.yourhost.com/login_chat.php?username=%username%&password=%password%</auth-url></pre> In this URL, "&" means the character "&" in xml. That is to say when the user input username "myname " and password "mypassword" , the chat server will visit "http://www.yourhost.com/login_chat.php?username=myname&password=mypassword" in order to get the login information and outputs numbers between 0 to 7, each with a different meaning. 0 - login successfully; 1 - wrong password; 2 - the username can't be used ; 3 - login error, e.g. error in connecting database; 4 - username does not exist; 5 - successfully login as the administrator; 6 - guest login not allowed; 7 - username banned .
talk-interval	numbers	1000	The shortest pause(in milliseconds) between two utterances. It is for preventing screen flooding. Eg: 1000 = 1 second.

kick-ban-timeout	numbers	15	Specifies a time period to ban a user's username and IP address after kick him out. unit: minute note: a user will only be banned from current room only, but not from other room. If you set it to "0", there's no "ban" accompany with "kick".
site-key	string		The code to validate your website. It must be the same with the siteKey value in client.xml, otherwise the client can't connect to your chat server.

4.1.2.2 User Configuration

Open the configuration file: *default.xml*

In user section, you can configure <admin> and <ReservedUserName>.

To add a administrator, just add one line in the Users -> admin Section:

```
<user name="admin" passwd="test" md5="off"/>
```

or:

```
<user name="admin" passwd="098f6bcd4621d373cade4e832627b4f6"
md5="on"/>
```

Parameters of admin configuration:

Parameter	Type	Default Value	Description
name	string	username of the administrator	name
passwd	string	Password of the administrator can be encrypted by MD5 or not.	password
md5	string	With password not encrypted, you can set it as md5="off". But if encrypted, you have to set it like this: md5="on".	md5

You can setup multiple administrator accounts, but for security reason, it's recommended to remain only one admin, while designating multiple moderators for different rooms who have less power.

To add a reserved username, just add one row in

<ReservedUserName> tag:
 <word>Administrator</word>

4.1.2.3 Log Configuration

There are 3 kinds of logs: access log, error log, message log.

One log file is generated for one day, and the main log always records the current day log, while the history log will automatically be added a postfix of date.

Eg: access.log, access.log.2004-9-8, access.log.2004-9-7,

Message logs are recorded in different folders named after room id.

If history log is set to "off", no log will be recorded on the chat server.

Parameter	Type	Default Value	Description
logs-path	string	logs	Set the directory of data files
access-log	string	access.log	Set the filename of the access log
message-log	string	message.log	Set the filename of the message history log . If Save-message-history is set to off, the chat server will stop recording message log.
error-log	string	error.log	Set the filename of the error log

4.1.2.4 FilterWords Configuration

Inappropriate Words may need to be filtered from conversation.

IF you want to add one more word, please add one row in this tag <FilterWords> in <123FlashChatServer4.5 installed dir>\server\etc\groups\default.xml.

And set the substitute in following tag:

<FilterWords replace="your substitute">

Like this:

```
<FilterWords replace="***">
<filter>fuck</filter>
<filter>shit</filter>
</FilterWords>
```

Parameter	Type	Default Value	Description
filter	string		Bad words needed to be filtered.
replace	string	**	Set the substitute to replace the filtered words.

4.1.2.5 robot-message

Define scheduled automatic robot message(s) here, to broadcast in certain room(s), with certain interval. This can be used for Site News, ADs or some other stuff.

[Check details](#)

Parameter	Type	Default Value	Description
enable	On/off	On	Enable or disable chat bot.
activerooms	string	*	Active rooms for all chat bot messages.
interval	number	10	The interval of rotate chat bot messages (seconds)

4.1.2.6 server-api

The chat server can receive commands sent by third party application, and send data of the chat to the application or operate on chat server accordingly. By default it's set to be "On"- enabled.

[Check details](#)

Parameter	Default Value	Description
auth-password	3874-3459-9293-2194	Only command with the right key(password) will be authorized by the chat server and will be effective.
allow-access-from-ip	127.0.0.1	Only command from this IP is legitimate. If set to " **", then commands from all IP address are valid. which is insecure.

4.1.2.7 Modules

With following optional modules, the chat can be greatly enhanced.

They are all included in demo version for test

but not in standard full version by default,

you can purchase specific module(s) in case you need.

Module name	Default Value	Introduction
moderated-chat	On	With moderated-chat module enabled, questions submitted by participants can't go public unless the Moderator or Admin approves/passes it.
change-nick	On	With change-nick module enabled, users can have the ability to change display nickname after logged in. It makes your chat more flexible and has more fun.
invisible-admin	On	With invisible-admin module enabled, administrator can monitor chat conversation in chat room invisibly. Without the "existence" of the admin, chatters can freely talk everything but actually they can't go too far.

4.1.3 <room_id>.xml

In directory: <123flashchat installed directory>/server/data/default/rooms/
There are files named "<number>.xml" and every file represents a chat room.
The room change in admin panel will affects these xml files accordingly at real-time, ie: when adding a room in admin panel, one file will be generated into this directory; when deleting one room, one file will be removed as well.

sample:

```
<?xml version="1.0" encoding="UTF-8"?>
<room>
  <name>Main Test</name>
  <max>200</max>
  <des>Tip: test register, enter, exit room, send, newline, etc</des>
  <owner>admin</owner>
  <speaker></speaker>
  <password></password>
  <member-only>Off</member-only>
</room>
```

Note: file name is room ID.

Parameter	Type	Description
name	String	Chat room name
max	Number	Max number of people in one room, which is limited by the user license you've held.
des	String	Chat room description and introduction.
owner	String	Chat room owner= moderator who can kick annoyance out. To have two or more moderators, please enter owner list in this tag, separated by ",". No space between them. eg: aaa,bbb,ccc. In admin panel, owner can be added, edited and deleted, too.
speaker	String	When a room's status is moderated-chat, all the messages of ordinary users can't go public unless moderator passes them. But there's another type of user named "speaker", who is entitled to talk freely in public without the consent of moderator. To have more than one speaker, please enter speaker list in this tag, separated by ",". No space between them.

		eg: aaa,bbb,ccc. Speaker can't kick. Speaker can be set to null.
password	String	Chat Room password. Leave it blank if you don't want password to protect a chat room.
member-only	On/Off	Whether a room is member-only or open to all including guest.

4.2 Client Configuration

There are three client configuration files: client.xml, skin.xml, color.xml, the modifications on these files won't be effective until re-opening the chat client.

4.2.1 client.xml

Only values can be changed, not the names.

Parameter	Type	Default value	Description
Connection->host	String	*	Please leave the host value to "*" if the chat server and the web server (which hosts 123flashchat.swf file) are located on the same server, Or if the swf file is on another web server, you should set the host value according to the chat server domain name or ip address. As to the port value, it must be identical with the one in fcserver.xml. For details, please refer to: http://www.123flashchat.com/howto_configure_connection.html
Connection->port	Number	51127	

HomeUrl	String	http://www.123flashchat.com	The URL you want the logo to link to. If set to null, the logo will become unclickable.
HelpUrl	String	http://www.123flashchat.com/help.html	The URL of help file, you can translate it to your own language, upload to your web server, and put the URL here.
registerUrl	String	http://demo1.123flashchat.com/phpnuke/index.php	This parameter doesn't make sense unless your own database is integrated. You don't have to configure it if you'd rather using 123flashchat itself to store user data.
copyright	string	Copyright 2001-2005 TopCMM Computing Inc. All Rights Reserved.	Your company copyright information, which will display in "about" panel.
loadRootPath	string	null	The directory where the language folder and skin folder are located. Normally just leave it null. But if you put them on another server, please set it to http://url/ For example: "http://www.123flashchat.com/chat/" Don't forget the slash at the end.
language	string	en	Choose interface language from our collection. Current version offer following choices: 1) en - English (default) 2) zh-CN - Simplified Chinese 3) zh-TW - Traditional Chinese 4) nl - Dutch 5) fr - French 6) ja - Japanese 7) es - Spanish 8) de - German 9) it - Italian 10) hu - Hungarian

			11)ru - Russian 12)hr - Croatian 13)tr - Turkey 14)ar - Arabic 15)pt - PORTUGUES 16)ko - Korean 17)serbian - Serbian 18)pl - Polish 19)no - Norwegian 20)farsi - Farsi 21)el - Greek 22)iceland - Iceland 23)cs - Czech 24)da - Danish 25)fi - Finnish Note: the language files are located under folder: <loadRootPath>/lang/ You can also translate it into your own language and save it as language_***.xml. Put it into the same folder and edit client.xml, then you get a local version of 123flashchat.
skin	string	standard	We offer following skins: 1) standard - Aqua blue skin, scalable vector skin. 2) beige - Aqua beige skin, scalable vector skin. 3) angel - Black metallic bitmap skin, kinda cool. 4) hawaii - Aqua black skin, scalable vector skin. 5) classic - Blue bitmap skin. 6) Green - Green skin, scalable vector skin. 7) Red - Red& black skin, scalable vector skin. 8) Orange - Orange skin, scalable vector skin. 9) Clean - Aqua blue & gray skin, scalable vector skin. You can design a new skin based on existing skins.

profileUrl	string	null	You can either enable or disable "profile" option by setting the value to "true" or "false". If enable it and fill out the correct value after the "url=",eg: http://yourwebsite/profile.php?user=%USER% then when activating a user from user list, in the popup small menu, "profile" link can be found. Clicking the "profile" to view user's details in a new browser window. The URL value can be profile link in your existing database, or even profile link of other relative website. Note: you can add multiple profile URL.
enableRoomSounds	boolean	true	Default sound setting in chat room. Enable it by "true", disable it by "false".
enableMonitorSounds	boolean	true	Default sound setting in monitor panel for administrator. Disable it by "false", but we strongly recommend it to be "true" to monitor a chat room with sound alerts.
singleLineMode	boolean	true	Switch to single-line or multi-line mode here. You can set the message next to the speaker like : "Mr.A says: aaaa." by choose "true", this saves chat space. Or if you choose "false", then the message will be displayed in a new line, like: "Mr.A says: aaaaaaaaaa." This will be default value for all your members. Your members can configure

			their preferences in option panel.
parseURI	boolean	true	Define the URL in messages clickable or not. If "true", then the valid URL, a string with "http://" or "www.*****"(which is 9 characters at least)will become blue , underlined and linked to the specified URL. Defaul value is "true", which is also default value for all of your members. Your members can set their preferences in option panel.
enterRoomSound	boolean	true	Choose whether or not to play a sound alert when anyone enters the room you're in. Defaul value is "true", which is also default value for all of your members. Your members can set their preferences in option panel.
messageSound	boolean	true	Choose whether or not to play a sound alert when receiving a message. Defaul value is "true", which is also default value for all of your members. Your members can set their preferences in option panel.
typingSound	boolean	true	Choose whether or not to play sound when typing messages. Defaul value is "false", which is also default value for all of your members. Your members can set their preferences in option panel.
sendingSound	boolean	true	Choose whether or not to play a sound alert when sending a message. Defaul value is "true" , which is also default value for all of your members.

			Your members can set their preferences in option panel.
quitRoomSound	boolean	true	Choose whether or not to play a sound alert when someone quits a room. Default value is "true", which is also default value for all of your members. Your members can set their preferences in option panel.
autoSaveUsername	boolean	true	Set to save chatter's username in cache automatically by "true". This will be default value for all of your members. Your members can set their preferences in option panel.
autoSavePassword	boolean	true	Set to save member's username in cache automatically by "true". Default value is "true", which is also default value for all of your members. Your members can set their preferences in option panel.
autoSaveAvatarFonts	boolean	true	Set to save chatter's avatar, font style and color in their cache automatically by "true". Default value is "true", which is also default value for all of your members. Your members can set their preferences in option panel.
autoSaveBKGround	boolean	true	Set to save chat space background in users' cache automatically by "true". Default value is "true", which is also default value for all of your members.
visibleGuestCheckbox	boolean	true	Set if the combination of "guest" and the checkbox before "guest" is visible to all users.
visiblePasswordInput	boolean	true	Set if the password input field is

ut			visible to all users.
visibleLogoutButton	boolean	true	Set if the logout button is visible to all users.
defaultSelectGuest	boolean	false	Select if the guest is checked as default.
enablePrivateChat	boolean	true	Enable or disable private chat mode for ordinary users here, remember: administrator can always activate private chat with normal users, not controlled by this value.
lockAdminIcon	boolean	true	Set if the administrator has a unique reserved icon (a small person with coffee) before their messages. it's not referring to the icon before admin in user list.
messageSpacing	Number	0	You can set the spacing between two messages here.
messageHistorySize	Number	100	To allocate space to record chat history. Please set default space size here for all your members. unit: kb
showGuestMemberOnlyRoom	boolean	true	To define if the member-only room is viewable to guests in room list.
visibleWelcomeMessage	boolean	true	To define whether or not to display admin auto-welcome message when anyone enters the chatroom.
visibleExitMessage	boolean	true	To define whether or not to display admin auto message when anyone leaves the chatroom.
visibleRoomList	boolean	true	To display room list or hide it.
acceptPrivateMessage	boolean	true	user can accept private message or not, default value is "true"
siteKey	String		
advertisingBanner	boolean	false	To insert one or more ad banners into chat client. you can set enable="true" to activate it.

banner->src	string		URL of ad banner source which could be a JPG or swf. The URL could be relative path or absolute.
banner->href	string		The URL linked with ad
banner-> duration	Number		Ad duration time.
visibleChangeRoomComboBox	boolean	true	Indicates whether the pull-down room menu for users to switch room in a chat window is visible or not.
visibleExitRoomButton	boolean	true	Add or remove an exit room button at the right top.
adminAutoGreet	boolean	false	The greetings (robot)admin gives to visitors automatically, display one by one. You can add as many lines as you want to make it look like real person, or disable this feature by setting it "false".
visibleHelpButton	boolean	true	Add or remove the Help button from the top menu.
visibleOptionButton	boolean	true	Add or remove the Option button from the top menu.
visibleAvatarButton	boolean	true	Add or remove the Smiley button from the middle menu above the input area.
visibleBButton	boolean	true	Add or remove the B button from the middle menu above the input area to enable or disable the bold font feature.
visibleIButton	boolean	true	Add or remove the I button from the middle menu above the input area to enable or disable the italic font feature.
visibleUButton	boolean	true	Add or remove the U button from the middle menu above the input area to enable or disable the underline font feature.
visibleColorButton	boolean	true	Add or remove the Color picker button from the middle menu above the input area to enable or disable the font color feature.
visibleSelectSmiley	boolean	true	Add or remove the smiley

Button			button from the middle menu above the input area to enable or disable the emotion feature.
visibleSelectBgButton	boolean	true	Add or remove the BG button from the middle menu above the input area to enable or disable the change chat background feature.

4.2.2 skin configuration

123 Flash Chat is skinnable. The skins are stored in the folder:

<123FlashChatServer4.5 installed directory>/client/skin

To assign a default skin from available skin collection to all the users in chat room, 123 Flash Chat admin has two choices:

1. configuring client.xml, or
2. editing html code

[Check details](#)

4.2.3 Client Administrator

Log in flash client as administrator and click “admin” button at the top menu to enter admin panel. The top buttons have following functions respectively:

4.2.3.1 Monitor

In “monitor” panel, administrator can monitor every move of all logon users. For example: connect to server, login, enter room, exit room, change room, logout chat server, etc.

Other information show here includes: logon user IP, country and time stamp. Note: Once a user logs in with username and password, he has a unique user-id, that's the username he used to log in. Whatever display nickname he may change afterwards, the user-id remains all the same in the monitor window till he logs out.

4.2.3.2 Settings

In “settings” panel, you can change the following variable:

Parameter	Type	Description
Enable user register	CheckBox	Check to enable user register
Enable guest login	CheckBox	Check to enable guest login
Save messages history	CheckBox	Check it to save message history on chat server

4.2.3.3 Rooms

In "room" panel, you can add, delete or edit rooms, controlling by the middle buttons. There's a title below the middle buttons to show the status of the room section.

By default it's add room section. Choose a room first before clicking "delete" or "edit" button.

You will be notified if the action of "add", "delete" or "edit" succeeded or failed. Rooms you add will real-time appear in the room list.

In the room details section, an asterisk (*) indicates a required field.

Room name, name of current room.

moderator, he can kick annoyance out and set a room to Moderated-chat, in such a room, all messages of ordinary users can't go public unless moderator or admin passed them. ("Moderated-chat" is a plug-in module which is not included in standard version by default.)

Max users, this value is limited to the license you've purchased.

Password, leave it blank if you want this to be a public room.

Member only, to define if guests can access this room.

Speaker is another user type in Moderated-chat, speaker can free talk and their words go public directly without consent of moderator or admin. Leave it null if you don't need speaker.

Description, room introduction.

4.2.3.4 Users

In "User Panel", you can control users' connections.

- Ban or unban a username.

Note: it's username, not nickname. It's the original username he used to log in, not the display nickname he changed to afterwards. If you banned someone but failed, please find out his real username in monitor window and try again.

- Ban or unban a user of specific IP address

4.2.3.5 Announcement

In "Announce Panel" you can broadcast messages to every logon users, whether in specific rooms or just in room list page.

4.2.3.6 Password

In "Password Panel", you can update administrator password.

It is very important to change default admin panel after you setup chat server for the first time, for security reason.

New password will be stored in fcserver.xml as MD5 encrypted.

Tip: If you forgot admin password, you can manually edit fcserver.xml admin tag , don't forget to change the admin tag md5="off", like:

```
<user name="admin" passwd="mypassword" md5="Off" />
```

Now you can login chat with the new password:"mypassword".

Then admin panel-> password panel, edit password again. In this way your final password will be stored in fcserver.xml as a MD5 encrypted string.

4.2.3.7 Chat bot Message

The feature can be used for site news or text advertisement.

With "Chat Bot", specific message(s) can be broadcasted to specific room, or all rooms, at predefined intervals.

Messages can be added, edited and removed from the list.

There can be multiple messages for one room, or one message for all rooms.

4.3 Integrate database configuration

123 Flash Chat supports integrating the existing database of your forum or portal system or other user system, like phpBB, PHPNuke, PostNuke, AspNuke, etc.

But if your website doesn't support database at all, your user info can't be integrated, then you can use 123flashchat itself to store users.

There are a few steps to integrate a database:

1) configure fcserver.xml.

The modes of IntegratedOtherDatabase in fcserver.xml includes :

None – do not use integrated database to authorize user

Mysql - use mysql database

Oracle - use oracle database

Common - use all kinds of database, advanced setting.

URL - using web URL to authorize user's login information.

ODBC – using ODBC to connect to any database you want.

2) Configure the database xml file.

It could be:

a) Mysql.xml

Parameter	Type	Description
database-host	string	The hostname of the database server.
database-name	string	The database name you're using.
database-user	string	The user name which is required to connect to the database.
database-password	string	The password which is required to connect to the database.
user-table	string	The table to store the user information.
username-field	string	Column name of user name in the user-table.
password-field	string	Column name of password in the user-table.
enable-md5	string	It defines whether the password is encrypted with MD5. On - encoded. Off - not encoded . Passwords in many portal systems and forum systems like php-nuke, post-nuke or phpBB, etc. are encrypted with

		MD5, thus you need to set this value to On.
--	--	---

b) Oracle.xml

Parameter	Type	Description
mode	string	It could be "thin" or "oci" only. It indicates the way to access database, by default it is thin. If you choose oci, then your server must have installed an oracle client.
database-host	string	The hostname of the database server.
database-port	number	The port of the database.
database-sid	string	The sid of the database server.
service-name	string	The service name to connect to oracle. It doesn't take effect unless you choose the mode "oci".
database-user	string	The user name which is required to connect to the database.
database-password	string	The password which is required to connect to the database.
user-table	string	The table to store the user information.
username-field	string	Column name of user name in the user-table.
password-field	string	Column name of password in the user-table.
enable-md5	string	It defines whether the password is encrypted with MD5. On - encoded. Off - not encoded . Passwords in many

		portal systems and forum systems like php-nuke, post-nuke or phpBB, etc. are encrypted with MD5, thus you need to set this value to On.
--	--	---

c) CommonDB.xml

Parameter	Type	Description
jdbc-driver	string	The name of jdbc driver.
jdbc-url	string	The complete jdbc URL, and if user name and password are required when access database, they must be included, too.
user-table	string	The table to store the user information.
username-field	string	Column name of user name in the user-table.
password-field	string	Column name of password in the user-table.
enable-md5	string	It defines whether the password is encrypted with MD5. On - encoded. Off - not encoded . Passwords in many portal systems and forum systems like php-nuke, post-nuke or phpBB, etc. are encrypted with MD5, thus you need to set this value to On.

d) Using URL to authorize users' login information.

You can authorize users' logon information by a dynamic web application.
You can activate this integration method by following tag:

Once set to "URL", another 2 arguments have to be defined to avoid error.

For example:

http://www.yourhost.com/login_chat.php?username=%username%&password=%password%

Or:

http://www.yourhost.com/login_chat.asp?username=%username%&password=%password%

One argument is the %username%, the other is %password%.

"&" is the character "&" in xml.

That is to say when the user enter username "myname" and password

"mypassword" , the chat server will visit

"http://www.yourhost.com/login_chat.php?username=myname&password=mypassword" to get the login information which will return a number between 0 to 7, each with a different meaning. See table below:

Value	Description
0	successfully login as ordinary user;
1	wrong password ;
2	the username can't be used ;
3	login error, e.g. error in connecting database ;
4	username does not exist;
5	successfully login as the administrator;
6	guest login not allowed

e) ODBC.xml

Parameter	Type	Description
dsn-name	string	The DSN name of your ODBC
database-user	string	Enter username if it's required by your ODBC.
database-password	string	Enter password if it's required by your ODBC.
user-table	string	The table to store the user information.
username-field	string	Column name of user name in the user-table.
password-field	string	Column name of password in the user-table.
enable-md5	string	It defines whether the

		password is encrypted with MD5. On - encrypted. Off - not encrypted. Passwords in many portal systems and forum systems like php-nuke, post-nuke or phpBB, etc. are encrypted with MD5, thus you need to set this value to "On".
--	--	--

5 Chat Modules

123 flash chat server releases several powerful chat modules. They can greatly enhance the chat but are not obligatory for every webmaster, so they are not included in the standard package.

User can choose these optional modules according to your needs.

All modules are just plug-ins based on 123 flash chat server software, which has to work with the license instead of working alone.

5.1 Moderated chat module

The distinguishing feature of a Moderated-Chat(moderation chat or moderate chat) is that question submitted by participants can't go public unless the Moderator or Admin approved/passed it.

Check details here:

<http://www.123flashchat.com/moderated-chat.html>

5.2 Invisible admin chat module

with this module, administrator can monitor chat conversation in chat room invisibly. Without the "existence" of the admin, chatters can freely talk everything but actually they can't go too far.

Check details here:

<http://www.123flashchat.com/invisible-admin.html>

5.3 Change nickname module

With Change-Nickname Module installed, your users can have the ability to change display nickname after logged in. It makes your chat more flexible and has more fun.

Check details:

<http://www.123flashchat.com/change-nickname.html>

5.4 Pocket-pc & banner chat module

Have you ever thought of embedding a mini-chatroom to your webpage to establish connections between your business and visitors? "Pocket PC or Banner Chat" could be the solution.

It's small and neat, it looks like an animation but has full chat features(sending and receiving message in chat lobby, etc.), it can be put in any webpage(if necessary) of your site.

A tiny little chatroom will attract visitors to communicate with your representative and to get to know more about your product or service. And a better understanding will definitely promote sales.

Check details:

<http://www.123flashchat.com/pocket-pc-banner-chat.html>

6 How to customize chat skin

Brief introduction:

All sets of skins are stored under the directory: <123flashchat installed directory>/client/skin/.

By default we offer 9 sets of skins, you can modify any skin or add your own based on them.

Skin components are controlled by skin.xml.

Color style can be adjusted by color.xml.

Only SWF or JPG image file can be used to construct a skin, while GIF or PNG is not allowed.

If you don't mind the opaque background, you can save it to jpg format (non progressive mode). If you'd like transparent background, please save it to png or gif and import it to flash to convert it to a swf file without background.

You don't even need client fla files to design a skin,

here're some tutorials might be helpful to designers:

- a) HowTo customize skin? <http://www.123flashchat.com/howtoskin.html>
- b) HowTo change skin color? <http://www.123flashchat.com/colormap.html>
- c) HowTo customize background?
http://www.123flashchat.com/howto_change_bkground.html

Change background

Every skin offer some background pictures in chat area.

you can even create your own jpg or swf backgrounds and put them into skin folder, new background should be in the same dimension of the basic background, and the graphic of new background will be added above the basic background. (I suggest you double click the background alternative in download pack to get a better impression of how it should be.)

To offer more background for users to select, please edit skin.xml,

Find following section:

```
<SKIN_BKGROUND>
<BKGROUND name="Standard" value="bkground.swf" />
</SKIN_BKGROUND>
```

Then add new line in this format, "name" is for users to pick from, "value" is the filename of the background you created.

7 . Programmer's tools

To developers, 123 Flash Chat Server Software provides some server API to get chat server detailed information, and some client API to customize chat client.

7.1 Server API

7.1.1 Get Server Running Status from the files

When a chat server is running, some parameters are stored in text files, which can be read by your application and some useful information can be extracted from it.

This feature is included in standard version.

7.1.1.1 Get numbers

Get current connection number, logon user number and room number from a record file: <123FC installed directory>/server/data/default/online.txt

This file will real-time change according to the chat room status.

Format:

< connection number >|<logon user number>|<room numbers>

Sample: 230|180|10

that means there are 230 connections on this chat server and 180 of them have logged in and there're 10 chat rooms altogether.

Then the data can be read and display in php or asp or other dynamic webpage.

7.1.1.2 Get username list of each room

You can display user name list of each room on your webpage by retrieving data from "room_*.txt".

In the <123 installed directory>/server/data/default/, you can find these files "room_1.txt ", "room_2.txt", etc.

These files store online user lists of relevant rooms and it will keep changing depends on the changes of relevant rooms.

7.1.2 Send command to server to operate or get real-time data

This feature can be very handy to advanced user.

With it, user can develop application to connect to the chat server via socket, then send a tcp string command to operate or get real-time data.

In "<123flashchat installed directory>/server/etc/groups/default.xml" file, in <Modules>tag, there's:

```
<server-api enable="On">
```

```
<!-- auth-password
```

Only command with the right key(password) will be authorized by the chat server and will be effective.

```
-->
```

```
<auth-password>3874-3459-9293-2194</auth-password>
```

```
<!-- allow-access-from-ip
```

Only command from this IP is legitimate.

If set to " *", then commands from all IP address are valid, which is insecure.

```
-->  
<allow-access-from-ip>127.0.0.1</allow-access-from-ip>  
</server-api>
```

The socket message string being sent is in standard syntax which goes like this:

```
<?xml version="1.0" encoding="UTF-8"?><Command group="default"  
api_pwd="api_pwd_in_default.xml_file" type="command_type"  
"command_parameters.... " />
```

group: in standard version, the group value has to be "default"

api_pwd: it has to be the "auth-password" value defined in "default.xml".

typ: command being sent, could be following types:

"add_room", "del_room", " broadcast" " private_message ".

command_parameters: some parameters needed for every command. It's different for each command, and we'll introduce it later.

A command string sample will follow:

```
<?xml version="1.0" encoding="UTF-8"?><Command group="default"  
api_pwd="3874-3459-9293-2194" type="add_room"  
name="the_room_name" owner="abcd" desc="test" max="200" />
```

7.1.2.1 add_room

Rooms can be added on the fly using this command.

Following parameters are indispensable:

Parameter	Type	Description
Name	String	Expected room name
Owner	String	New room moderator
Desc	String	New room description
Max	Number	max number of people the new room can hold

A full sample of this command:

```
<?xml version="1.0" encoding="UTF-8"?><Command group="default"  
api_pwd="3874-3459-9293-2194" type="add_room" name="test room"  
owner="aaa" desc="room for test" max="200" />
```

7.1.2.2 del_room

Rooms can be deleted dynamically using this command.

Parameter	Type	Description
room_id	Number	The ID of rooms needed to be removed.

A fully sample of this command:

```
<?xml version="1.0" encoding="UTF-8"?><Command group="default"
api_pwd="3874-3459-9293-2194" type="del_room" room_id="1" />
```

7.1.2.3 broadcast

Broadcast messages to every logon users, whether or not he's entered a username or entered a room yet.

Following parameters are indispensable:

Parameter	Type	Description
userid	String	What name should be used to broadcast.
msg	String	Broadcast message.

7.1.2.4 private_message

Send private message to specific user.

Parameter	Type	Description
dest_uid	String	The receiver's userid
msg	String	Message to be sent
avatar	String	Avatar name in the message(could be "e1" , "e2" ... "e32")
owner_uid	String	The sender's userid
owner_nick	String	The sender's nickname
b	"1" or "0"	1 – bold font for the message being sent 0 – not bold
i	"1" or "0"	1 – italic font 0 – not italic
u	"1" or "0"	1 – underlined font 0 – no underline
color	Hexadecimal Number	Color value must begin with "0x", eg: red is "0xFF0000"

A fully sample of this command:

```
<?xml version="1.0" encoding="UTF-8"?><Command group="default"
api_pwd="3874-3459-9293-2194" type="private_message" dest_uid="test"
msg="hello world" emotion="e2" owner_uid="admin" owner_nick="admin"
b="1" i="1" u="1" color="0xff00ff" />
```

7.2 Client Parameters

The "123flashchat.swf" can fulfill special tasks (like auto-login) by append parameters after it when inserting into html code.

you can generate specific code by dynamic web application to allow those logged-in user to your system automatically login chat room without re-enter their name and password, etc.

7.2.1.1 init_user and init_password

With these 2 parameters, your users don't have to bother to re-enter their name and password to access chat room list page, because the username and password are already attached, even the login button is pushed already.

This's an effective way of auto-login.

Surely you can encrypt password with MD5 for security reason.

Example:

if user name = myusername, password = my password, the code you should add into your html will be as follows:

```
<OBJECT classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.
cab#version=6,0,0,0" WIDTH="634" HEIGHT="476">
<PARAM NAME=movie
VALUE="123flashchat.swf?init_user=myusername&init_password=mypassword">
<PARAM NAME=quality VALUE="high">
<PARAM NAME="menu" value="false">
<EMBED
src="123flashchat.swf?init_user=myusername&init_password=mypassword"
quality=high menu=false WIDTH="634" HEIGHT="476"
TYPE="application/x-shockwave-flash"
PLUGINS PAGE="http://www.macromedia.com/go/getflashplayer"></EMBED>
</OBJECT>
```

Note: The auto-login won't happen until both of the parameters are attached at the same time.

7.2.1.2 init_nickname

This parameter give logon user a display nickname automatically.

It's only valid if you set

`<enable-change-nickname>On</enable-change-nickname>`

in server configuration.

It can be used together with init_user and init_password, so that a user can have his own nickname once auto logged in.

7.2.1.3 init_root

This's a string of an URL or a directory.

It's only useful when the chat html file and the 123flashchat.swf are located in different directories. With init_root, the swf can automatically load client.xml, lang folder and skin folder under this root directory.

`<PARAM NAME=movie`

`VALUE="123flashchat.swf?init_root=http://www.yourhostname.com/yourdir/ ">`

Note: please add a slash at the end of this value,

Should be like :

<http://www.yourhostname.com/yourdir/>

instead of:

<http://www.yourhostname.com/yourdir>

7.2.2 init_room and init_room_pwd

You can have your users to skip room list page and auto-login a specific chat room once they are logged on. Parameter "init_room" can help you with auto-login-room.

Parameter	value	type	Description
init_room	Room_id	number	is room ID (init_room=) instead of room name.
init_room_pwd	Room password	string	If the room is password protected, you need to set init_room_pwd (init_room_pwd=) Of course init_room_pwd is not obligatory.

Sample:

If user name = myusername, password = mypassword, room id=1001, the code you should add into your html will be as follows:

```
<OBJECT classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swfl
ash.cab#version=6,0,0,0" WIDTH="634" HEIGHT="476">
<PARAM NAME=movie
VALUE="123flashchat.swf?init_user=myusername&init_password=mypasswor
d&init_room=1001">
<PARAM NAME=quality VALUE="high">
<PARAM NAME="menu" value="false">
<EMBED
src="123flashchat.swf?init_user=myusername&init_password=mypassword&i
nit_room=1001" quality=high menu=false WIDTH="634" HEIGHT="476"
TYPE="application/x-shockwave-flash"
PLUGINSOURCE="http://www.macromedia.com/go/getflashplayer"></EMBED>
</OBJECT>
```

You can see this parameter must be used together with the other 2 parameters: init_user and init_password, or it won't be effective.

Then what if user login as guest? You can leave the init_password to blank like the following sample:

```
<PARAM NAME=movie
VALUE="123flashchat.swf?init_user=myusername&init_password=&init_room
=1001">
```

...

```
src="123flashchat.swf?init_user=myusername&init_password=&init_room=1
001"
```

7.2.3 init_lang

This parameter help chat client to load a defined language file.

init_lang in html code will disable the language value in the client.xml because init_lang has higher priority.

In this way, your dynamic web application can choose to show local language for your respective users in any country.

Sample:

```
<PARAM NAME=movie VALUE="123flashchat.swf?init_lang=en">
```

123flashchat.swf will then automatically load language package :
lang/language_en.xml

7.2.4 init_skin

This parameter help flash client to load a specified skin.

Init_skin in html code will disable the skin value in the client.xml because init_skin has higher priority.

In this way, your dynamic web application can listen to each user's favorite skin.

Sample:

```
<PARAM NAME=movie VALUE="123flashchat.swf?init_skin=classic">
```

123flashchat.swf would then automatically load the skin under directory "skin/classic".

7.2.5 admin_mode

With this parameter, functions which are disabled in client.xml to ordinary users will be activated for administrator.

Usually you don't have to use it except in some special circumstances.

By default it is false.

Eg: in client.xml, you configured to:

```
<visiblePasswordInput value="false" />
```

then you block yourself from entering password to enter admin panel,

In this case, with admin_mode = true, you can resolve this problem.

You can create a special html file or dynamic webpage with this parameter to give admin a control panel.

Sample:

```
<PARAM NAME=movie VALUE="123flashchat.swf?admin_mode=true">
```

7.2.6 init_ad

To enable/disable ad banner function.

init_ad=true/false

This parameter has higher priority over the value of advertisingBanner in client.xml.

For example, if in html code you set:

<PARAM NAME=movie VALUE="123flashchat.swf?init_ad=true">

but in client.xml you set <advertisingBanner enable="false">.

Then ad banner will still be enabled.

7.2.7 loading_bkground

It defines the loading background(which is now a blue cup) appears or not.

Default is true. Usually you don't have to use this interface.

Only when you just need a loading number without any background image, you can set it to false.

Sample:

<PARAM NAME=movie VALUE="123flashchat.swf?loading_bkground=false">

7.2.8 init_private and init_private_message

A private window can be automatically created in 123 flash chat with some words to start conversation, which makes it perfect to be one-to-one live support software.

Parameters "init_private" and "init_private_message" can help you with "auto create private window".

Parameter	value	type	Description
init_private	Receiver name	string	The receiver name in destination room.
init_private_message	greeting	string	Words you'd like to start with.

Sample:

If user name = "abc", password = "abc", room id = "1", the name of the person you want to talk to is "test", and you want to create a private window by saying "hello", then the script you should add into your html code should be as follows:

```
<OBJECT classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swfl
ash.cab#version=6,0,0,0" WIDTH="634" HEIGHT="476">
<PARAM NAME=movie
VALUE="123flashchat.swf?init_user=abc&init_password=abc&init_room=1&in
it_private=test&init_private_message=hello">
```

```
<PARAM NAME=quality VALUE="high">
<PARAM NAME="menu" value="false">
<EMBED
src="123flashchat.swf?init_user=abc&init_password=abc&init_room=1&init_p
rivate=test&init_private_message=hello" quality=high menu=false
WIDTH="634" HEIGHT="476" TYPE="application/x-shockwave-flash"
PLUGINSPAGE="http://www.macromedia.com/go/getflashplayer"></EMBED>
</OBJECT>
```

What you have done above means to automatically login chat lobby using this account: username: abc, password: abc. and enter the room with id "1". If someone named "test" is in that room, there will be a private window automatically being created and a message "hello" will be sent out. Of course you can remove the "init_private_message" part to cancel sending messages when creating private windows.

7.2.9 Init_listroom

"init_listroom" API is added for admin to control only specific rooms to be visible in room list using html code.

Devide rooms using ",".

A sample:

```
123flashchat.swf?init_listroom=1,3,4,5,6
```

```
-- END --
```